



# The Alpine Cup

**2021 EVENT PACK**



WORLD TEAM  
CHAMPIONSHIP  
**RULES**

**WANT MORE INFORMATION ABOUT THE ALPINE CUP ?**

[OFFICIAL ALPINE CUP WEBSITE](#)

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# ABOUT THE ALPINE CUP

## WHAT IS THE ALPINE CUP?

The Alpine Cup (TAC) is a series of international tabletop gaming events. First TAC is planned to be hosted in **August 12-15 2021** in *Leoben, Austria* and is planned to be an annual event that will be hosted every year.

Although primarily catered to Austrian hobbyists, thanks to its central location in Europe, TAC will also cater to players across many other countries in and around the continent.

Our aim is to provide the total Alps experience to our guests under the sight of the mountains while still providing a great gaming tournament.

For the year of 2021 we are hosting the following events.

- Warhammer 40,000 Singles Championship
- Warhammer 40,000 Teams Championship

## THE ALPINE CUP MISSION STATEMENT

Our mission is to create a tabletop gaming environment that hobbyists across Europe and the World would like to participate in. With that goal in mind we plan to organise events where most amount of hobbyists can enjoy while we keep certain values that we hold dear.

These values are

- Firm but fair play, as in challenging our opponents to the best of their abilities on the tabletop while treating them as how we would like to be treated, such as playing by intent.
- To be welcoming to all newcomers to the hobby, as long as they don't seek to change the community they are coming into for personal or political goals. We enjoy our hobby and the community we have, that's why participate in it. This community is just for players who want to enjoy their tabletop gaming, if you want to change that you are unwelcome here.

## FIND OUT MORE ABOUT THE TAC

If you are interested to find out more about the event, you can check out the [OFFICIAL TAC WEBPAGE](#) and [FACEBOOK PAGE](#) if you would like to interact with some of our player base.



# The Alpine Cup

Our Partners and Rulespack Sources:



WORLD TEAM  
CHAMPIONSHIP

[World Team Championship](#) : Rulespack Main Source



[Weyland-Yutani](#): Terrain Partner



[The Winter Championship](#): Sister Event

# WHAT YOU NEED TO KNOW ABOUT ATTENDING THE TOURNAMENT

## SENDING A TEAM TO THE TAC

If you are interested in bringing a new team to the TAC, you should send a message to the [TAC FACEBOOK PAGE](#). One of the TO's will then get in touch to answer your questions.

A 40K TAC Team consists of a minimum of 4 playing members. A team can have any number of non-playing members to act as a coach or assistant or any other additional role the team can think of, but they all need to adhere to the same restrictions and rules that are put in place for non-playing team members. They are an integral part of the team, and their names and roles MUST be stated when registering. Each team must have one, and only one, nominated Captain (either playing or non-playing).

## TEAM CAPTAINCY AT THE ALPINE CUP

Throughout the year, a Captain is the voice of his team and acts in their stead for all official communications and votes that are required. At the TAC, The Team Captain is ultimately responsible for the conduct of his/her Team and making sure all administration is taken care of each round (submitting results in a timely fashion,...). The Captain can be called in for a Captains Council in certain situations to discuss and resolve pertinent issues that arise during the event. The Captains are also responsible for checking all the rows and tables for any discrepancies in terrain density and placement before the start of the tournament/round (if issues arise, call a ref immediately), and for organizing their teams to check the final submitted rosters (at least 3 other teams) prior to the event and making sure all their team members are signed up in time for instance.

There are no official guidelines on how Team Captaincy should be decided. Every team should make up their own means of determining who will spearhead their cause throughout a given TAC cycle.

## ADDITIONAL TEAM ROLES AT TAC

A team may have any number of non-playing team members. They are allowed to:

- Be the Team Captain
- Do/assist with the Pairings
- Collate and submit Team Results
- Ask questions about how the game is going (only in English, see below)
- Tell their player how their team is doing and what kind of points they require from this game

A non-playing Team Member is **NOT** allowed to:

- Give Tactical advice (they may not tell their player 'how' to get that win/draw/loss!) or interject in any way on in-game situations like forgetting that their player forgot to consolidate. If they perceive situations like that, especially in the case where players must do something but forget to, they can call for the game to be stopped, and then get a judge to rectify the situation. They can call for the game to be stopped, and then get a judge to rectify the situation.
- Speak to their Team player in their native language. Speaking to their team members in the English Language is allowed as it is the tournaments official language (Not talking in English will be seen as interference with the game and is subject to a yellow card infringement type if reported).
- Any of the 5 or more team members may perform a player replacement: play a game with any of the 4 armies submitted by the team in replacement of another team member for the duration of a whole round. Replacement during rounds (ie when games have already started) will not be allowed except under extraordinary circumstances validated by a joint decision by the head referees. A Captain must petition this change before the referees. Any breach of these rules is to be brought to the immediate attention of a Referee.

Once players are at their tables at the start of any given round, it is not allowed within a team to share info on matchups or tactics by means of cellphones or other devices either. Any breach of this rule that gets noticed will see all offenders on the team admonished with an immediate yellow card.

## REGISTERING FOR THE ALPINE CUP

Registration for TAC can be done via sending a [filled registration form](#) to the [TAC FACEBOOK PAGE](#) or sending it as an e-mail to [pizzaguardian@hotmail.com](mailto:pizzaguardian@hotmail.com). We will be using an online software to administrate our tournament. Teams need to be signed up, in full (this means including coaches and additional staff), before the registration deadline (see tournament scheduling below). In case the number of registering teams would be uneven, the tournament TO's will take it upon themselves to form a Mercenary/UN team to make sure every team always gets a respectable opponent during the event. This Mercenary/UN Team will be formed with 3 basic principles in mind: the players on it need to have as diverse of an international character as possible, the players on it need to be well-respected within their communities, and the players in question need to show team-spirit during the process of their teams formation.

## TOURNAMENT OUTLINE

### TEAM TOURNAMENT

The Alpine Cup is a 2 day, 5 round event that takes place from Saturday to Sunday (August 14-15). Teams will be matched using the SWISS system. For first round challenges are allowed and we will do our best to not pair two teams that can be considered from the nation.

### SINGLES TOURNAMENT

The Alpine Cup Single is a 2 day, 6 5 round event that takes place from Thursday to Friday (August 12-13). First round pairings will be random except for challenges, for further rounds SWISS pairing system will be used.

### TOURNAMENT RULES

- 9th Edition, 2020 Grand Tournament Warhammer 40,000 rules
- 9th Edition, 2021 Grand Tournament Warhammer 40,000 rules
- 2000 points Strikeforce armies, fully painted and WYSIWYG
- Only one of each faction per team, which means only one instance of SM/DW/DA/BA/SW... can be taken per team. Chaos Daemons can only be summoned by one player on the team, and cannot be summoned if there is a player with a Faction Chaos Daemons Detachment in their team.
- Preset missions and terrain, played on a 60" by 44" table
- 3 hour rounds with 30 minutes pairing, for total round time of 3.5 hours (For singles only 3 hours)
- Forgeworld units are allowed
- Units of Legend may not be used
- Chessclocks are mandatory. **(Each team must bring 3)**
- Official language of the tournament is English
- **WTC FAQ is in effect**

#### LIST OF FACTIONS

Space Marines	Grey Knights	Adeptus Custodes	Adeptus Mechanicus
Adepta Sororitas	Sisters of Silence	Questor Imperialis	Inquisition
Officio Assassinorum	Astra Militarum	Necrons	T'au Empire
Tyrannids	Genestealer Cult	Craftworld Eldar	Drukhari
Harlequins	Ynnari	Heretic Astartes	Chaos Daemons
Questor Traitoris	Deathguard	Thousand Sons	Orks

## TAC EVENT TIMELINE

- Registrations: May 21st - July 1st
- Document Deadline: July 19th

**(Note: If a codex has been released but hasn't received an FAQ it can not be used in The Alpine Cup)**

- Pairing System Registration: July 19th
- Army List Submission: July 19th - July 26th
- Army List Corrections: July 26th - August 2nd
- First Round Draw: August 6th

## TAC MISSIONS OUTLINE

### SINGLES EVENT

#### DAY 1 (AUGUST 12TH):

- Round 1: Mission 33 - Priority Target
- Round 2: Mission 11 - Retrieval
- Round 3: Mission 13 - Vital Intelligence

#### DAY 2 (AUGUST 13TH):

- Round 4: Mission 12 - Scorched Earth
- Round 5: Mission 21 - Surround & Destroy

### TEAM EVENT

#### DAY 3 (AUGUST 14TH):

- Round 1: Mission 33 - Priority Target
- Round 2: Mission 11 - Retrieval
- Round 3: Mission 13 - Vital Intelligence

#### DAY 4 (AUGUST 15TH):

- Round 4: Mission 12 - Scorched Earth
- Round 5: Mission 21 - Surround & Destroy

## LIST SUBMISSION

*Details regarding list submission will be added here once we figured out if we want to automate the process or use the oldfashioned 'just post them online' approach.*

## TAC TERRAIN OUTLINE

The terrain map for The Alpine Cup can be found on [our website here](#) from June 1st.

## TEAM CHALLENGES AT TAC

Challenges can be sent to other teams for the first round, as long as the challenge is accepted by both captains, and this is formalized with a facebook post that is plain to see for everyone on our FB event page. Challenges need to be announced before the draw deadline. See the Tournament Schedule later in this document for precise dates.

## WYSIWYG AT TAC

TAC armies have to be fully painted and based and be WYSIWYG (on most up to date bases, in case of doubt contact TO). Models that are not official, do not fit the WYSIWYG profile, or considerably deviate from the norm MUST be presented to the TO's (with pictures or links to pictures preferably), at least a month PRIOR to the tournament and meet an approval from the REFEREE CORPS (or alternatively a majority of Captains) before they can be used at the tournament. Any models like this in use at the TAC without prior consent will be up for an immediate infraction notice (yellow card) for each game, and models will be pulled from the table where this is applicable, unless original stand-in models can be produced on the spot (for LOS purposes or otherwise).

An example of a non accepted replacement model for brimstone horrors;



## TOURNAMENT SCHEDULE

For easier return journeys for our attendees, Team Championship will have 3 games on Saturday and 2 games on Sunday meaning an early Sunday finish.

### DAY 1 (AUGUST 12TH):

- Opening: 09:00 - 09:30
- Round 1: 09:45 - 12:45
- Lunch: 12:45 - 13:30
- Round 2: 13:30 - 16:30
- Round 3: 16:45 - 19:45

### DAY 2 (AUGUST 13TH):

- Round 4: 09:10 - 12:10
- Lunch: 12:10 - 13:00
- Round 5: 13:00 - 16:00
- Singles Prize Ceremony: 16:15

## TEAM EVENT

### DAY 3 (AUGUST 14TH):

- Opening: 08:30 - 09:00
- Captains Meeting: 09:00 - 09:15
- Round 1: : 09:30 - 13:00
- Lunch: 13:00 - 14:00
- Round 2: 14:00 - 17:30
- Round 3: 17:45 - 21:15

### DAY 4 (AUGUST 15TH):

- Round 4: : 09:10 - 12:40
- Lunch: 12:40 - 13:30
- Round 5: 13:30 - 17:00
- Team Prize Ceremony: 17:15

# TAC: AT THE EVENT

## GETTING TO THE VENUE

*Everything related to getting to the venue, and parking opportunities/bus rides and schedules and whatnot, can be found in our [WEBPAGE](#) in detail*

The event will be taking place in the town of Leoben, Austria.

The location is the Sporthalle Leoben-Innenstadt  
Address: Roseggerstraße 8 8700 Leoben, Austria



## OFFICIAL TOURNAMENT LANGUAGE

The official language of the tournament, and the **ONLY** language that should be spoken at the gaming tables, is English. Players must have their relevant rules available in English at TAC. This includes gaming aids and gaming attributes like stratagem cards and such. It is perfectly acceptable to carry around a digital source for rules material. A printed/tablet version of the codex/FAQs is acceptable for instance. Players that do **NOT** have the English versions of their rules at hand when asked to provide source material will be given a yellow card infraction notice. Players, and non-players, that are caught not speaking English at a gametable while addressing one of the players at that table, will be given an immediate yellow card infraction notice.

## ROUND PAIRINGS

At the start of every round, teams get some time to work out the individual matchups that will occur within the round. Teams have 30 minutes to discuss with their team what the best strategy is for the round and to work out the pairings for the round. Rounds that start later than the allotted 30 minute mark should be reported immediately to the judges so they can evaluate if a certain round will be impacted on total game time, and to see if it's always the same teams who seem to be having this problem and need to be spurred on to go through the process quicker. The procedure for the pairing process is as follows:

Captains roll off to determine which team will get to choose its table first. That team gains the "table choice" token.

### SEQUENCE OF EVENTS

- Team A and team B secretly choose their defender and reveal them simultaneously.
- After that, Team A and team B secretly choose their two attackers for the given defender and reveal them simultaneously. At this point there is only one last player available remaining in each team. These are automatically designated as being the last matchup. Each team immediately notes this on their round pairing log-sheet.
- Team A takes the two attackers given by team B, and secretly chooses which one is refused.
- Team B does the same with the two attackers selected by team A. The refused Attackers are revealed simultaneously. They will automatically be designated to play the 7th game of the round and face each other.
- Defenders know their attackers; this identifies two matches. Log this on the score sheet. Team with the "table choice" token let his defender choose the table and then teams alternate choosing tables, starting with the defending players first.

## ROUND SCORING

A Round between teams consists of 4 individual games. Each game, players will score a number of points as described in the 9th edition GT Tournament Pack, namely games are scored individually on a scale of 100 pts (90 points available from in-game scores and 10 points if the player in question had a correct armylist that was sent in on time).

An individual player scores an amount of points for his team based on the VP differential outcome from the game with his opponent. To determine Game Points, each player counts their victory points, subtracts their opponent's victory points and consults the table below. If the score is negative, the player who has a negative difference counts his points from the 'opponent' table.

[Individual Scoring Sheet](#)

VP Difference	Game Points Player A	Game Points Player B
0-5	10	10
6-10	11	9
11-15	12	8
16-20	13	7
21-25	14	6
26-30	15	5
31-35	16	4
36-40	17	3
41-45	18	2
46-50	19	1
51+	20	0

To determine the round score, players from each team count their combined Game Points. The combined total of all game point scores from all the players on a given team will give the result for the Team as a whole. Team result counted by total game points

### TEAM RESULTS / MATCH POINTS

- 46-80 = Round Win, 2 Round points
- 35-45 = Round Draw, 1 Round point
- 0-34 = Round Loss, 0 Round points

If two or more teams have the same number of Round points (2/1/0), game points gained from all battles will be used as tie-breaker.

## NOTE:

Penalties incurred might change the above win conditions. In the cases where penalties on game points apply, a difference of ten total game points always constitutes a win for the team with the ten points difference. If there are less than 10 total game points between the teams it automatically constitutes a draw on the team level.

## STARTING A GAME AT THE ALPINE CUP

Follow this procedure to start your games at TAC:

1. Muster forces: Go over your armylist with you opponent
2. Mission briefing and choosing secondaries. These are noted on the scoresheet IMMEDIATELY. When a referee is called to the table and notices this is done incorrectly, a yellow card penalty will be incurred
3. Perform the initial game roll off for deployment zones
4. The player having won the roll off chooses if he will spend CP's for stratagems ( putting units in reserve and soforth). His opponent then does the same.
5. The player having won the roll off must state which units will be deployed in which transports. His opponent then does the same.
6. The player having picked deployment zone now starts to deploy a unit after which players alternate putting down units
7. ~~The players roll off and the winner decides who will get the first turn~~ **The players roll off. The winner takes the first turn.**
8. Pregame moves and deployment
9. Players announce their remaining available command points and clearly mark this somewhere for their opponent to keep track of during the game.
10. Start the first battle round



# TAC AND ATTENDEE DISCIPLINE

## REFEREES

The Tournament will be officiated by a group of referees that are vetted by the TAC TO's. As a general rule, a referee may not rule on a table on which their own nation is competing unless both players at the table agree that it is OK to do so. A referee's word is final and a decision may not be escalated. This is because there are stringent procedures in place for how a referee makes a decision, and any that may have a severe impact on the outcome of a game are only ever made in concert with other referees. Abuse, of any kind, will not be tolerated where our referees are concerned.

Official complaints after the round will be handled by request of either captain immediately after the round. Both relevant captains and two referees will participate. Referees will hear one statement from each captain and their counterparts response. After this referees will make undisputed judgement about the case. Possible infractions and associated cards are valid in the next round of TAC.

A red/yellow card system will be implemented to handle any disputes/issues (see discipline section below).

If you are interested in joining the event as a referee, or know somebody who does, get in touch with us via the [TAC Facebook page](#).

## TEAMS FORFEITING A ROUND

If a team gets to the point like they feel they want to concede a round at the TAC, due to an issue, or a complement of issues arises, the referees and the TAC TO's should be advised immediately.

If it is a gaming issue between two teams the referee team can try to defuse a situation and come to some sort of fair resolution for both parties. Referees and captains of teams are the only involved parties here. There will be no onlookers or coaches or other team members involved unless the referees deem it necessary.

If there is a need for it, the referees or one of the teams can ask for the TAC TO's to intervene on an issue. This may occur when the referee team feels they are not comfortable taking a decision, or if one of the captains feels like the situation is still not treated fairly enough to continue playing the round, or if the referees feel like the situation supersedes their authority or mandate. In this instance the TAC TO's will take an informed decision after listening to the three parties: referees and both captains. In the rare situation where the TAC TO's are unable to resolve the issue then either they, or captains involved, can call for a captains council for an immediate vote on the matter.

If a team still feels that the outcome of the above is not sufficient to continue playing, that team forfeits the round and scores 0 points whilst their opponents score 2 points, counting as having 5 individual wins and a VP difference of 100. There should be no gaming situation that warrants people coming from so far, paying so much money, and then not playing a round, and there should be some consequence to teams that force that kind of situation, for whatever reason.



# PENALTIES

## PRE-EVENT PENALTIES

### LIST SUBMISSION

Teams need to submit lists in the correct format without errors. Making correct lists and submitting them in the correct format should be no difficult task for seasoned players. Failure to do so will result in a player not receiving the 'bonus 10pts' per game for a legal list (this is instead of the 'bonus 10pts' for a battle ready army). Teams that fail to submit their lists on time will have 2 points deducted from their overall score at the end of the tournament. No exceptions, no comebacks, no second chances. All penalties will be evaluated on a case by case basis and motivated before the TAC 40K captains in a debrief.

### LIST CHECKING DUTIES

After the list submission deadline, each country will be assigned 3 other countries lists to check for errors, or teams just check the lists from their respective pod. Teams have one week to complete said list checking. Thereafter teams will have two days to make any necessary corrections to their own lists. Teams that meet those deadlines and submit correct army lists will have 2 points deducted from their overall score at the end of the tournament. Not fulfilling list checking duties will see the entire team penalized. Teams need to reply to the relevant thread for the lists they are required to check with an OK, even when another team has already checked said lists. No reply post automatically means a penalty. Going over the deadlines will also automatically incur a penalty. Just replying OK when there are obvious and glaring errors will also automatically incur a penalty. This will be applied very strictly. This is also overly harsh but list checking is serious business, and as such every team should make the effort to comply.

The referee group will be in charge of overseeing this process. Glaring errors might result in a reduction in points, under the purview of the referees.

Army lists are first going to be posted on the captains forum. After the submission deadline they will be published online via all our channels for everyone to see.

### FORMATTING ERRORS

Any formatting errors will NOT incur a penalty as long as they get corrected IN TIME before the list correction deadline has passed. This penalty is for not properly listing the weapon options or wargear of models and units, not stating the Warlord, not correctly allocating dedicated transports to units, etc.

### ILLEGAL LISTS

In the case of an illegal list, a penalty WILL be immediately incurred. Illegal lists are those that do not follow the 40k rules, codex, or TAC rules. There is no excuse for this, as teams and captains can freely ask if a given list would be OK well before the TAC starts. Changes made to an illegal list to make it game legal will always have to be as minimal as possible and are subject to referee approval. If the substantial parts of, or the list in its entirety needs to be changed, the referee corps will apply additional penalties at their discretion because of unfair advantages gained after list submission.

Any checks required as a result of incorrect or illegal lists, will be done by the referee corps to make sure it is done quickly and the corrected list are final and compliant.

Our team of referees have authority to implement other penalties that are not currently included in this list. In case of infractions/penalties, the relevant team captain will be audited.

### SIGNING UP TO TOURNAMENT MANAGEMENT SOFTWARE

Any teams who have not signed up their full complement of players in the tournament management software will have 2 points deducted from their overall score at the end of the tournament.

Furthermore, player profiles MUST reflect their actual name. NOT their forum or nickname. If for some reason players want to keep their anonymity, it is fine to refer to yourself as N. Kerr or Neil K as long as it would not be confusing to the TOs or referees in any way. In EVERY situation where this is not the case, teams will have 2 points deducted from their overall score at the end of the tournament. This is harsh but too many problems and delays are caused every year by players using nicknames etc.

## EVENT PENALTIES

### INDIVIDUAL PLAYER PENALTIES

TAC employs a red/yellow card system for managing player behaviour and conduct. If a player is deemed by the referees to have broken any of the following rules they will be immediately subject to one of the following penalties. The application of a particular penalty is dependent upon the nature of the infraction and how many times previously the player in question has broken the TAC rules.

#### *Warning List*

##### **OFFICIAL WARNING:**

No penalty to their individual score

##### **YELLOW CARD :**

-50pts to their individual score for that game

##### **RED CARD :**

-100pts to their individual score for that game and immediate expulsion from the TAC

If a player receives a red card their team can either find a substitute player to take their place at the discretion of the referees, or else their remaining games immediately are allotted as a loss with a VP differential of 100pts. Additionally, the player in question will be imposed with a minimum one year cool-off period and will be expelled from attending the next TAC automatically.

The referee crew has the right to escalate any infraction to an immediate expulsion or even life-time ban from the TAC depending on the gravity of the infraction and the situation that presented itself. The TAC referee crew will motivate this decision in their post-event debrief before the TAC 40K Captains.

Take note that the referee corps main concern is always that games are completed naturally within the round time allocated. This of course depends on the transgression but normally the focus should always lie on games to be played even if certain penalties will apply. Everyone paid good money to be at the TAC and to play their full complement of games. For example, someone might have modeled his entire army in a thematic way but his opponent and the referees agree it falls into the realm of modeling for advantage and the player in question does not have enough stand-ins available. Referees will force the game to be played and at the end of the round apply any penalties that are in place for such transgressions. This way we are sure everyone gets their full complement of games under normal circumstances. A list of offenses follows below:

### EXCESSIVE RULES QUESTIONS

If a player is found to be repeatedly calling referees over for rules questions which are clearly answered in any of the relevant game literature including the WTC FAQ, they will receive a penalty as this is a form of time wasting. The penalty is determined on a case by case basis - this prevents people being penalized for language issues resulting in such questions, and also stops players 'playing the system' and stopping before a certain threshold before a penalty is attained.

### AGREEING A RESULT

It came to our attention that some games were not played at the TAC but that certain players simply 'agreed' on the final score without the game being rolled. This is unacceptable and may have unfairly affected final positioning of other teams. To ensure the integrity of the tournament going forward, any TEAM that is caught doing this or have done this, whether at the event, or retroactively, and whether or not the action was performed by an individual team member without consent from any of the other team members, will be punished by imposing a **year-long** ban to attend the TAC on all the players from said team. The captain position of said team will be immediately opened up to other willing captains from said nation. Do not take the integrity of the tournament lightly...

### DICE-, MOVEMENT- OR RULES-CHEATING

Any instances of the following, or anything else within similar confines, that is witnessed by a referee and/or an impartial bystander (i.e. a person not associated in any way with either player or team) and deemed as deliberate cheating will result in an immediate penalty:

Rules cheating - forgetting core rules for your OWN army and models. will all result in an instant infraction.

Movement cheating - moving too far, pushing models outside of their regular movement allowance.

Dice cheating - loaded dice, incorrectly counting the number of passed or failed rolls, changing the value of dice rolled.

A note on dice etiquette: in regards to dice policy and "cocked dice", "dice that land on top of each other" or in terrain and such, note that at TAC the following applies: dice rolls will only count when the bottom of the dice surface is entirely touching the table or game-mat surface. Re-roll cocked or stacked dice when the event occurs, and re-roll any dice that land in terrain or on anything other than the flat table (mat) surface. This includes dice landing flat on objective markers. Reroll the dice. The use of dice-trays at TAC is authorised.

When using GW dice, or any batch of custom dice, players need to ENSURE their dice pips (essentially the number on the dice) can EASILY be distinguished from across the table by their opponent. Where this is not the case, players will immediately incur penalty and the dice will be removed for the remainder of the tournament.

## TIME MANAGEMENT AND SLOWPLAY

Slowplay is a serious issue, as such it is MANDATORY that ALL games conclude their full complement of 5 turns within the allotted time. For this reason the use of chess clocks is mandatory at the TAC, and it is important to note that only chessclocks that count down to zero may be used. Each player is allocated equally half the remaining round time once pairings have been completed (usually 1,5hrs per player).

When deploying their armies it is MANDATORY that players each take their respective turns to place units and models during their own time allocation. That is to say it is NOT acceptable for a player to deploy models and units on their opponent's time.

It is every player's responsibility to be able to play their army within the allotted time. If you are playing with an especially large army, or one that takes longer than usual to play, it is your responsibility to train to be able to play a full game within the allotted time frame. No exceptions, if you can't complete a game with your army in the time given then leave it at home.

When starting battle round 4 if there is, collectively, less than 50 minutes left on the chess clock, and/or 1 player has less than 25 minutes, then a referee MUST be notified immediately.

Additionally when starting battle round 5 if there is, collectively, less than 20 minutes left on the chess clock, and/or 1 player has less than 10 minutes, then a referee MUST be notified immediately.

In both cases it will be at the discretion of the referees to decide if a game can be completed naturally within the remaining time, or a small extension of up to 5 minutes will be given per player.

The reason for the referee being empowered to give a small extension is to ensure that the chess clocks are used correctly and not abused to give an advantage to a specific player. If players follow the rules above and notify a judge in a timely fashion, we can all ensure all games end fairly.

If a referee was not involved within any of the stated timeframes, then no extra time will be given.

Once a player hits their allotted time on the clock, the normal rules for playing the game no longer apply (rules such as that you MUST attack when it is your turn to fight) and they can take no further actions during the game except in order to:

- A - Make saving throws, and taking a Morale Test if required to
- B - Score objectives that they have achieved or already hold

Penalties will be applied at the discretion of the referees if they feel clocks are not managed properly, if players try to abuse time management, or if a game does not complete the mandatory 5 turns.

Furthermore, if a game does not complete the mandatory 5 turns and a referee hasn't already been involved, then the captains and coaches are obliged to inform the referees immediately. Failure to do so can incur a penalty at the discretion of the referees. This is so that the referee corps is always aware of any 'repeat offenders' and therefore potentially deliberate slow play.

## POOR SPORTSMANSHIP OR NEGATIVE/AGGRESSIVE ATTITUDE

Any player or team member deemed by a referee to be acting in any manner not in-line with the expectations of friendly but competitive gaming at the TAC will incur an immediate penalty. As a community we all believe that this is a gentlemen's game to be played in a friendly but competitive manner. Failure to uphold this belief will be met with immediate reprimand.

A few examples to make it clear:

- A player forgets to bring in his reserves, and his opponent objects to this when the player remembers later in the turn during any given phase. It is BOTH players' responsibility to ensure mandatory things that happen in the game take place. It is customary to ask your opponent at the end of his movement phase if he is sure he does not want to bring any reserves on before moving on to the next phase.
- A player forgets to announce he will use a certain rule, ability, stratagem or wargear at the start of the turn or phase and remembers later in the turn or phase. It is OK as an opponent to disallow the use of said rule or item, but let it be known that we strongly discourage such behavior and encourage players to work together rather than against each other.

## ILLEGAL ALTERNATIVE MODELS, MODELLING FOR ADVANTAGE, NON-BATTLE READY MODELS

Any alternative models that have not gained prior approval by the referees will be removed from the board if an unfair in-game advantage is felt to have been gained. Models that have been converted or rebased that are deemed by the referees to gain an unfair in-game advantage will be removed from play. Models that are not painted to a 'battle ready' standard, or that simply aren't up to acceptable hobbying standards, will also be immediately removed. The player will have the opportunity to replace them with the official GW models. If no models are immediately available, he will continue the event without the use of said models whatsoever. If a player subsequently is caught reusing said 'banned' models he will incur an immediate red-card.

## ILLEGAL COMMUNICATION BETWEEN TEAM MEMBERS

Any communication between team members and/or spectators should always be in English wherever possible and have no relation to strategic or tactical advice regarding any games in progress. Players can of course seek the approval of their opponents to confer with a countryman in their native tongue prior to starting a conversation.

### Failure to do so will result in penalties.

Obviously in some cases communication may not be possible in English, in such a case players should seek the assistance, where possible, of a referee or neutral third-party who understands their language so as to adjudicate. If such a person is not available then it is up to the discretion of the referees if it is felt illegal tactical or strategic advice has been given or not.

The use of cellphones or other media to discuss tactics and game situations once the pairing process has finished and matches have been assigned is strictly prohibited. Players suspected of, or caught, doing this will be immediately red-carded.



## TEAM CUMULATIVE PENALTIES

Any penalties occurred during the TAC as a result of player infraction also incur a **team cumulative penalty**, and will be strictly imposed upon the **round points**. It does not affect the match result for the opposing team.

- 1st infraction - Official team warning
  - 2nd infraction – **15 Victory Points** per team
  - 3rd infraction – **30 Victory Points** per team
  - 4th infraction – **45 Victory Points** per team
- etc... etc..

These penalties are applied incrementally and cumulatively over the course of the tournament. This means if player A on a team gets penalised, then subsequently player B on the same team gets penalised, the penalty against their Team escalates as the Team has then effectively committed 2 offenses. Again, this can cause that team to lose a match, it cannot cause the other team to win the match (ie, you still need to reach 5 individually won games and a BP differential of 100). This can result in a match result of a draw/loss or loss/loss in extreme scenarios.

It came to our attention that some games were not played at the TAC but that certain players simply 'agreed' on the final score without a dice being rolled. This is unacceptable and may have influenced final positioning of other teams. To ensure the integrity of the tournament going forward, any TEAM that is caught doing something similar, or is known to have done something like this, whether at the event, or retro-actively, and whether or not the action was performed by an individual team member without consent from any of the other team members, will be punished by imposing a year-long ban to attend the TAC on all the players from said team. The captain position of said team will be immediately opened up to other willing captains from said nation. Do not take the integrity of the tournament lightly... The TAC is the pinnacle of competitive gaming, regarded as the World Championships for our hobby, and every team should bear the ultimate responsibility for ensuring a fair and merit based outcome for the rest of the tournament attendees.